

Strategic & Tactical Objectives Counter Sheet

Insider Briefings

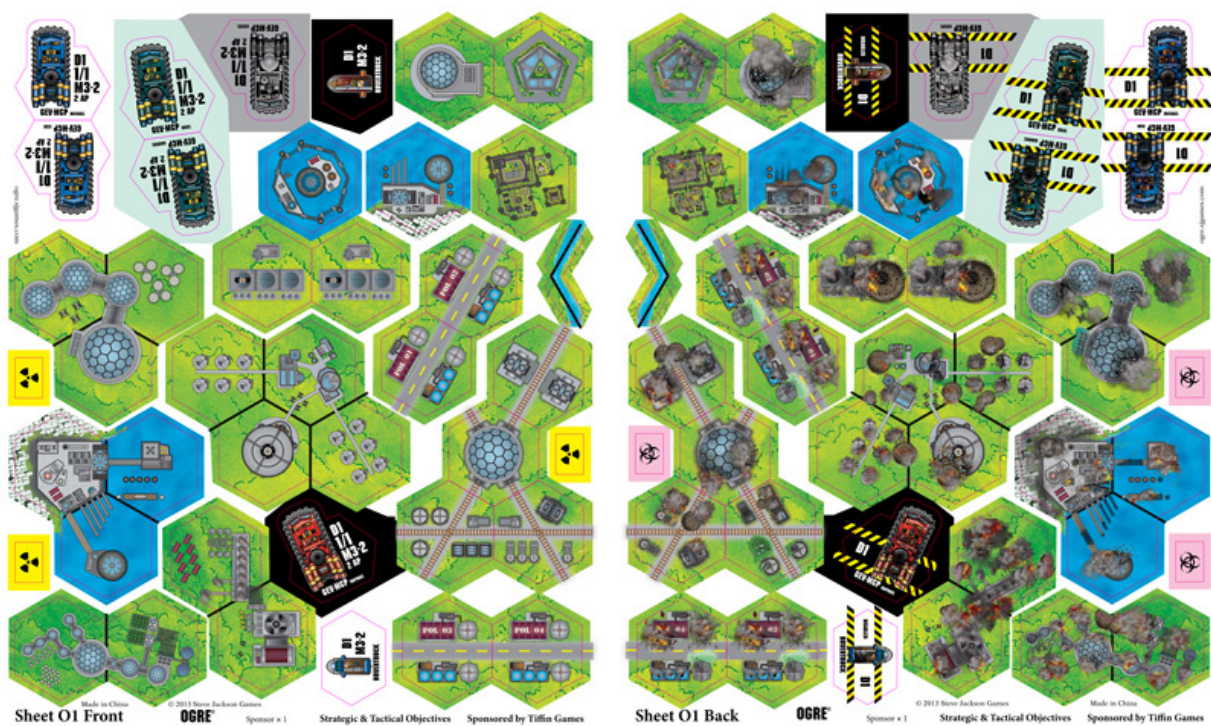


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About

The S&TO sheet will hopefully provide players with a few new and unique pieces to augment their games and scenarios, and even provide some objectives to string together games into campaigns. We put some thought into it as a customs design right from the start.

Aye, it is only a single sheet, but that was because we didn't use any of the templates offered to us. I think - and maybe someone else can confirm now that most of the dust has settled - that it is one of the only custom-designed sheets amongst the special 4.5K sheets. Anyway, we can't claim we'll be as cheap as the amazingly good value BGG terrain sheets, but we're also not after fleecing fellow gamers and fans of Ogre either.

So what does it have?

There's twenty terrain counters, many single-hex, some multi-hex, all back-printed with a damaged/destroyed side. These terrain markers were chosen from what we wanted to see ourselves, and from a few ideas taken up from several others, even Mr Jackson himself, and even from inspiration from a few films.

The terrain counters:

Geo-Desic Domes in one, two and three-hex formats as protected settlements or towns, as laboratories or preservations, or as command centres, you can decide whatever they represent to fit into your own design concepts.

Other Command and Control Buildings range from the new 'Pentangular' building to a plan view of an old medieval castle.

You also have a simple one-hex Harbour, or a slightly bigger two-hex Port, or the ability to join the two together and add other terrain counters to make up a sprawling dockyard and refinery. And just in case you need something to guard the maritime approaches to such an important installation, you have a Sea-Base as well. (Sadly, we couldn't get a Barbara Bach counter to go with it).

We have logistics and maintenance covered too, with POL Stores for military re-supply and replenishment, and a power station or factory complex as a major infrastructure asset.

There's also a large four-hex comms/tower array counter , useful as a communication nexus and seriously large target.

And finally a rail station and rail yard, on four separate hex counters, so you can conjure up the rail terminus and tracks you need for train scenarios.

And the rest of the sheet:

Well, we still ended up with some space, and thought what else could our sheet include – maybe a special military force, or some troops, or a new unit of some kind. And then, I guess because we could and we asked and we were allowed too, we decided on GEV-MCPs – enormous Hover Command Vehicles of the Archangel Class, all individually and suitably named by Steve Jackson himself, ending up with two for the PanEuropean, two for the Black Rose Mercenaries, one captured GEV-MCP re-flagged for the Combine and one for the Nightfall campaign as well. This last choice of vehicles seemed to be the best fit to compliment the work done by some of the other sponsors.

And with the last remaining spaces, we ended up with two small Hovertrucks and some dual-purpose Radiation and Bio-Hazard markers, just to add some spice to the mix.

1st of the Insider Briefings... for the Terrain Counters

And many thanks to that man Talorien :o)

Facilities

We now get to call these 'Facilities' - a new term to add to the units, buildings and terrain.

Facilities overlays represent strong, extensive structures, such as Ports. Facilities use the rules for buildings (see Ogre Rules - Sections 3.06 and 11.0). They cover the entire hex, giving the Town terrain type to the hex, unless destroyed.

Facilities are not affected by spillover fire (7.12, 11.04.4). They do not suffer automatic damage during overruns (13.01.2), but may be attacked in overruns like buildings (11.04.2).

During Cruise Missile detonation (10.04), Facilities are considered buildings (not terrain) when checking for SP damage to the Facility itself. However, they provide cover to other units in the hex, as if they are Towns.

Facilities hexes may contain additional buildings (it is possible, for example, to place a Laser in a Sea Base hex).

If a Facility is reduced to 0 SP, flip the overlay to its 'destroyed' side (see below).

Terrain Effects for all Facilities

Same effects as Town for movement (5.08) and combat (7.14.2) except:

GEVs move as Water (5.08.2) in hexes with a water depiction (Sea Bases, Harbours, two of the three hexes of Ports)

Marines may dive to avoid all overruns (7.14.4, 8.07) (including overruns from non-GEVs) in hexes with a water depiction

Destroyed side: Same effects as Rubble (5.08, 7.14.1, 10.04, 13.01), except that GEVs and Marines may treat hexes with a water depiction as Water (see above).

2nd Insider Briefing - POL Store

Single Hex Counters

A single hex counter, there are four available on the S&TO Counter Sheet, each numbered (POL01, POL02, etc.) so they can be identified. The POL Store is a vital supplies hub for Provisions, Ordnance & other Logistics. It keeps the army operational in the field, being an essential source of arms, ammunition, power, fuel, oils, spare parts, equipment & military kit.

And these facilities can also be primed for detonation if there is any imminent threat that they will fall into enemy hands. Beware mighty deafening explosions.

Building Type: Admin
Strength Points (SPs): 20

Demolition: POLs can be detonated by their owning player voluntarily, at the end of their own Recovery Phase only.

Use the Cruise Missile detonation table (10.04) to determine damage to nearby units and buildings (including those in the same hex as the detonation), adding an extra number of hexes of distance according to the POL's remaining SPs:

16-20 SPs remaining: add 1-hex distance from the detonation hex
11-15 SPs remaining: add 2-hex distance
6-10 SPs remaining: add 3-hex distance
1-5 SPs remaining: add 4-hex distance

Note: treat units in the detonation hex as being in Clear terrain for purposes of 10.04

After checking damage to nearby units, the POL itself is considered destroyed – flip the overlay and treat the hex as Rubble.

Optional rule: Roll a die whenever the POL is attacked:

Attack Strength 2–3: POL detonates on a 6
Attack Strength 4–7: POL detonates on a 5–6
Attack Strength 8+: POL detonates on a 4–6

Overrun: POL detonates on a 3-6 at the end of each fire round

Any detonations are immediate; do not deduct the strength of the attack from the remaining SP of the POL when determining the effect of detonation.

3rd Insider Briefing - Rail Station and Rail Yards

Rail Transport Facilities

Rail Station - single hex - one counter with this sheet

This Rail Station provides a protected dome for the exchange or terminus of the rail system of this zone. Whether it protects passengers or freight or both, it is a vital transport hub for the entire region. Often the origin/source or destination for Trains and Train Missions.

Building Type: Admin
Strength Points (SPs): 20

Note: treat the train tracks as fully connected in an 'X-shape' under the dome

Train loading: up to 12 squads of infantry per turn may board a train (9.07) which is at 0 speed in this facility.

Rail Yards - single hex - three counters on each sheet

The Rail Yards provide the space & facilities for train repair & maintenance, along with the crucial infrastructure & valuable storage areas to ensure that this rail system remains in operation. Often the origin/source or destination for Trains and Train Missions.

Building Type: Admin
Strength Points (SPs): 10 per hex

Train loading: Up to 6 "size points" of armour or infantry per turn may load onto a train (9.07) which is at 0 speed in this facility.

4th Insider Briefing - Coastal & Maritime Facilities

Sea-Base, Harbour and Port

Sea-Base - single hex - one counter with this sheet

Whether this is a vital coastal fortress emplaced to protect the sea-lanes, or as a naval headquarters for command & control, a Sea Base provides shelter & maintenance for GEVs & Marines. Its own defences might even pack a punch too.

Building Type: Strongpoint

Strength Points (SPs): 60

Inherent Base Attack Strength: The Sea Base can be equipped with its own fixed point defence turret – Attack 2 / Range 2 / Def 1. Plus 4 APs.

Harbour - single hex - one counter with sheet

The Harbour provides a focal point for maritime traffic & trade, a coastal emplacement for hydro-electric power generation, or even a small operating garrison for GEVs & Marines to ensure this stretch of the coastline remains occupied & protected. Some Military Harbours exist as proper Maritime Strongpoints with a greater level of Strength Points.

Building Type: Admin or Strongpoint

Strength Points (SPs): 30 or more

Port - three-hex counter - one counter with the sheet

A much larger maritime complex, possibly even a dockyard for shipbuilding, or a major sea freight nexus, the Port is crucial to maintaining links to the rest of the world. Well defended & in some cases fortified, Ports are always vital strategic objectives. Some have garrison facilities for their own Defence Forces of GEVs and Marines, and sometimes also with fixed point defence turrets similar to Sea Bases.

Building Type: Admin or Strongpoint

Strength Points (SPs): 30 or more per hex

Inherent Base Attack Strength: The Port can be equipped with its own fixed point defence turret – Attack 2 / Range 2 / Def 1. Plus 4 APs – positioned within the single hex without water.

5th Insider Briefing - Strategic Objective Facilities

Comms Array, Power Station and Missile Silos

Comms Array - four-hex counter - one counter with the sheet

Built on a sprawling site, often in remote areas, the Comms-Array is a decisive asset in a government's ability to keep in touch with allies around the globe. A seemingly fragile collection of towers & bunkers but easily re-built; still often a major strategic objective.

Building Type: Admin

Strength Points (SPs): 10 per hex - 40 for entire counter

Power Station - two-hex counter - one counter with the sheet

So many other buildings, complexes & facilities rely upon this one location for the power to operate. The operational hub of the region's power grid, Power Stations also include extra industrial, manufacturing & repair facilities too, making them vitally important assets for armament and ammunition production, and vehicle repair & maintenance for any armed forces – possibly repairing armoured vehicles, maybe even for Ogres too.

Building Type: Reactor

Strength Points (SPs): 40 per hex

Destruction: the elimination of the Power Station can lead to a decisive game effect, perhaps the loss of power affects the operation of other Facilities, or the Power Station gives the attacker a tactical edge, or even pollutes the region.

Missile Silo - single hex - two counters with the sheet

Hidden away, Missile Silos provide a deadly attack strike capability on a regional or even global scale. Although launched missiles can fall prey to laser towers, launch enough & only one needs to hit home to cause harm and devastation. So an important objective to be neutralized when discovered.

Building Type: Strongpoint

Strength Points (SPs): 60

Destruction: the elimination of the Missile Silo can lead to a decisive game effect, perhaps the detonation affects the operation of other Facilities, or the loss of the Silo gives the attacker a tactical edge, or destruction even taints the nearby area.

Optional rule: allow the owner to fire up to three Cruise Missiles (one per turn) from this facility.

6th Insider Briefing - Settlements & Headquarters Facilities

GeoDesic Domes, Pentangular Base & Old Castle

GeoDesic Dome - one-hex, two-hex and three-hex counters - one of each with the sheet

The GeoDesic Dome buildings represent the protected habitation centres constructed to shield the civilian population that still lives & occupies valuable contested territory in most of the globe's war-zones. These are hardened and reinforced structures made from the finest segmented pre-fabricated construction, fitted out with fusion plants for residences and industry.

These hardy folks, devoted to your cause, deserve the best protection. Guard them well as land without a human presence is just a desolate space to colour the map by. Here within these domes lie the future hopes of your people, the recruits for tomorrow, the industry you will need to build & rebuild again. And you may just be able to call out their Defence Militia and other armed forces to help protect themselves.

Building Type: Admin

Strength Points (SPs): 10 – 30 per hex

Pentangular Base - single-hex counter - one with the counter sheet

The Regional High Command for this part of the globe, a joint military & civilian centre for government. A communication nexus where the war is waged with plans and operations by the Army's top staff. A major strategic objective, there is often a beguiling strength to these hardened structures that defies unsuspecting enemies.

Building Type: Strongpoint

Strength Points (SPs): 40 – 60

Old Castle - single-hex counter - one with the counter sheet

Whether in Europe, Russia, the Middle-East, North Africa or Asia, this sprawling complex of towers, walls & old historical buildings serves as the perfect lair for any self-respecting Warlord or Evil Despot who will always prefer style over substance. Mercenary Commanders are often drawn to such places too, especially those with pretentious aspirations to recreate historic Military Orders, Special Brigades and Elite Bodyguards.

Building Type: Strongpoint

Strength Points (SPs): 40

7th Insider Briefing - Vehicles

“Archangel” Class GEV-MCP

At the end of the 20th century, the Russians had produced one of the largest GEV units ever built with their ‘Zubr’ class landing craft. With the export of this type to the Greek & Ukrainian Navies and later service throughout the Black Sea, Aegean Sea and Eastern Mediterranean, it was no surprise to see Pan-European designers refine the class even further in the first-half of the twenty-first century.

The end result was the “Archangel” class of GEV Mobile Command Post assets, designed for service over desert, sea, land or Arctic pack ice. With a large chassis and powerplants, lightly armed and armoured, it keeps pace with GEV-PCs and Hover Trucks, over land or water.

Its forte lies in the wide array of computers and comms kit carried and the inherent portage of the command element of any headquarters using these vehicles. It can also carry three squads of infantry inside – see rules for GEV-PCs & Hover Trucks.

Specifications

Size: 5 (SHVY Tank) Same ram damage as SHVY, see Size Table, p. 14)

Attack: 1 / Range: 1

Defence Strength: 1

Movement: 3 / 2

Anti-Personnel Wpns: 2

As a MCP (Mobile Command Post) this unit provides a conventional force with the ability to have its Command Headquarters able to relocate from the attacks of similar conventional forces or cybernetic units. At all times, this unit follows the movement benefits and restrictions of GEV vehicles.

'Archangel' GEV-MCPs known to be in service:

- 'Michael' - PanEuropean
- 'Jean' - PanEuropean
- 'Raphael' - Combine (ex-PanEuropean, captured & returned to service)
- 'Uriel' - Black Rose Mercenaries & affiliated forces
- 'Gabriel' - Black Rose Mercenaries & affiliated forces
- 'Azazel' - unknown ownership

“Rabbit” Class Hover Truck

The Rabbit was the go-to light logistic low-cost vehicle for quick supply runs. Essentially a civilian model made fit for rugged military service, the Rabbit benefits from secure cargo pods that have proven useful for carrying dangerous goods.

It can keep pace with GEV-PCs and carry a Guard Squad to escort the pod.

Specifications

Size: 1

Defence Strength: 1

Movement: 3 / 2

Unarmed